

the

Twilight Bark



The *Walt Disney* Feature Animation Department Newsletter

OCTOBER 19, 1998 • VOL. X • ISSUE 43

EDITOR: HESEON PARK 8247 X2536

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Updates from Atlantis,
Dinosaur and Tarzan

Events & Activities
Softball Finals & Party
TONIGHT!
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**Upcoming
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Update!

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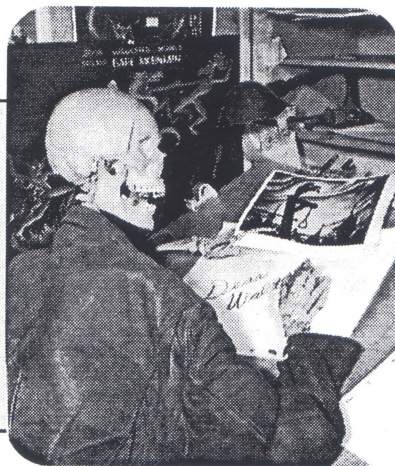
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Bring Your Own Tombstone Contest

Get creative by making your own Groovy Gravemarker. Bring yours in starting this week to the Graveyard Lobbies at Northside and Southside.



A prize will be awarded for the Most Creative Tombstone. Please contact Nancy "Evil" Evans at 8247 x2539 for more details.

THE DISNEY SPIRIT: This photo from the 1930s shows that animators always knew how to get in the spirit at Halloween.

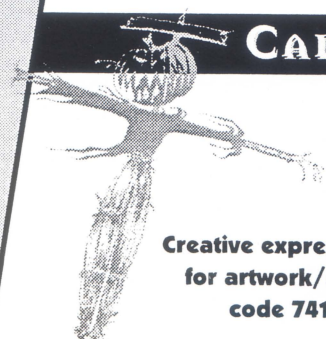
Haunted Cubicle & Workspace Contest

See page 5 for details on how to enter.

CALLING ALL ARTISTS/GHOST WRITERS!

Wednesday is the deadline for Halloween stories, poems, art and sculpture submissions. See your work appear in next Monday's Special Halloween Edition of the Twilight Howl.

Creative expression is limited to 500 words or less; photos or digital files are preferred for artwork/sculptures. Please send your work via Quickmail to Twilight Bark (mail code 7410) or Heseon Park. Questions? Just contact Heseon at 8247 x2536.



team_work@digital.production.atlantis

With each succeeding movie Feature Animation produces, a show's digital production team plays a greater role and has an increasing influence on the final look of the film. The *Atlantis* team is no exception and in fact, is taking the digital production world a step further.

Bubbles, Lava and 3-D

Atlantis was fortunate to have Department Head **Kiran Joshi** involved from the early days of the movie and produce work for the visual development stages. Along with Supervising Animator **Mike Merrell**, they worked with the Directors to identify and define the digital aspects of the film. Currently, approximately 22% of *Atlantis* is touched by the digital world including vehicles, an Atlantean armada, characters and organic effects, such as bubbles and lava, and 3-D environments.

Expert "Generalists"

One of the greatest challenges facing the crew is to streamline the process and find the most efficient method of producing the approximately 49 digital elements in the movie. In order to accomplish this, many members of the group who are experts in their areas

also have had to become "generalists" and are using their talents not only to build and model but also to design and animate all of the digital components. Working quickly and effectively, the DP group has already built 80% of the models and are right on track.

In addition to Kiran and Mike, other members of the team include Production Software, Model Development and Look Development. Production Software is responsible for developing tools and writing the software that will keep everything moving through the production pipeline. **Rob Rosenblum** is the Production Software Supervisor, and is joined by Software TDs **Rob Falco** and **Iva Itchevska**. The Model Development team builds and "rigs" the models, setting all controls to ready them for animation. The Model Development group includes Supervisor **Bruce Buckley**, and Model Development TDs **Carlos Cabral**, **Paul Seidman** and **Gary Telfer** as well as Modelers **James Kuo** and **Matt Suzuki**.

Look Development produces the look of the 3D elements, handles the lighting and compositing aspects and oversees the rendering pipeline. The group includes Look Development Supervisor **Marcus Hobbs**, and Look

Dev TDs **Raymond Hetu** and **Lawrence Lee**. Rounding out the Look Development team are Lighting Artist **Pei Zhu**, and Texture Map Painter **Sonserae Leese**. **Galen Schliem** is a Scene Set-Up Assistant Administrator and **Karen Kageyama** fills the important post of Production Assistant. Keeping everyone on track is Manager of DP, **Aimee Scribner**.

As Kiran points out, there is not one big DP feature in *Atlantis* comparable to the "Crowd" in *The Hunchback of Notre Dame* or the "Hydra" in *Hercules*. Instead, *Atlantis* is focusing on 2-D and 3-D integration and melding the two where it makes sense artistically. One of the goals of DP is to bridge the two worlds of technology and production and to develop a pipeline that can be adapted for future productions. To create a movie with a strong emphasis on digital elements, and within a limited budget and time constraints, will be quite a challenge. With the team's experience and leadership, the *Atlantis* DP crew is ready to make new strides and face the many obstacles and challenges sure to come its way.

DINOSAUR VISITS FLORIDA'S IGUANODON

Pam Marsden and First Assistant Editor **Craig Paulsen** had the opportunity to visit the Florida Studio a couple of weeks ago. While both Pam and Craig went to Florida on official business, they still managed to have some fun in the Sunshine State.

Pam first met with some of the editorial staff to review the work being done on *Dinosaur's* Frankfurt Bookfair segment. **Chuck Williams** did a bang-up job putting the piece together, with the help of **Jeff Hand** and **Jeff Draheim**.

Then, Pam met with the five members of our Florida *Dinosaur* Animation Crew, their APM **Stephen Craig** and his PA **John Hughes**. She also brought along some completed rough sequences of the film

to screen for the crew and discussed the notes from the Michael Eisner screening held the week before.

A particular highlight for Pam was sitting on the Florida side of Animation Dailies, with our animators. In short, Pam had fun spending time with the East Coast *Dinosaur* team.

But it wasn't all work. Pam was able to explore some of the new attractions at Walt Disney World, including Countdown to Extinction and Disney's Animal Kingdom. She paid particular attention to the CGI sequences of the Iguanodon, provided by the *Dinosaur* crew. **Stephen Craig**, our Animation APM in Florida, was the "host with the most" enabling Pam to make the most of her time at the Park.



TARZAN: BUILDING STEAM AND RARIN' TO GO

RUFFS Reach 84 Percent

The entire *Tarzan* crew is working at full steam as crunch time has hit. Everyone is working hard: Ruff animation is 84 percent complete, leaving us with only a few short weeks left for our animation department. Backgrounds is 70 percent complete. Clean-Up is at 70 percent completion with EFX and Digital right behind at almost 60 percent. We are at 30 percent in full, vivid living color! A special thanks go to the KOS crew for their extra help.

Our first preview went extremely well. Thanks go to Editorial and to our Post Production crew.

Michael Eisner appeared on "The Rosie O'Donnell" show last month. He brought a wonderful clip of the movie featuring "Terk." The audience

TARZAN

loved it and it was a great plug for *Tarzan*.

Phil Collins has been busy in his home country of Switzerland. Recently, he recorded the *Tarzan* lyrics in three languages, German, French and Spanish, which happens to be a first for a Disney animated feature. The recordings are wonderful and Phil is thinking of recording the songs in at least two more languages.

Everyone's hard work is coming together and *Tarzan* is well on its way to completion.

The Other Side of CAPS

Tarzan's head of Scene Planning, **Tom**

Baker, as his co-workers know, has had a pre-occupation (an obsession) with looking at the 'one second' abstract color images that appear prior to the start of a black & white comp. He began to record the sequence/scene numbers of the unique images that would appear.

With the help of **Eric Kay's** photography expertise, they began a long process of shooting these exclusive images. The results are truly amazing. As Tom puts it, "This is the other side of CAPS that many people don't get to see."

Visit the Tarzan Pod

Feel free to stop by and enjoy the CAPS/*Tarzan* photographs on display in the *Tarzan* Pod Gallery.

Disney Publishing News

Learn How to Draw Mushu, Mulan Like a Pro

New From Disney Publishing: "How to Draw Mulan," based on original drawings

Denise Shimabukuro, Character Art Supervisor for the Creative Development group at Disney Publishing, has painstakingly created original drawings based on *Mulan* Chalk Talk Notes for "How to Draw Mulan."

The latest **Walter Foster** "How to Draw" books represents a new direction for the series, originally inspired by Preston Blair's acclaimed "Cartoon Animation" – also published by Walter Foster.

Featuring a new format with how-to-draw steps that are accented by the nuances and tips from the animators themselves, "How to Draw Mulan" has been well received by the Disney creative community.

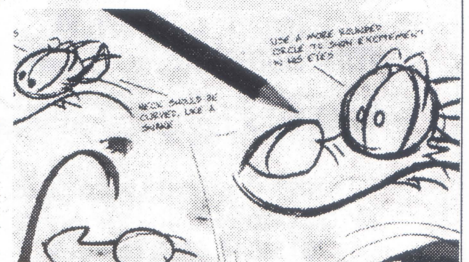
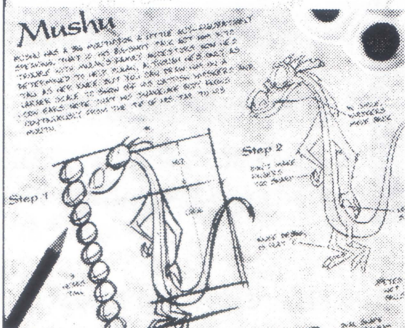
Andreas Deja calls the new format "spectacular" and finds the layouts "much more

accessible to kids and art students." **Floyd Norman** says, "I wish I had had this book when I was working on *Mulan*."

The future of How to Draw books is exciting with a *Tarzan* edition to be released in the near future. Aside from the *Tarzan* title, Disney Publishing Creative Development is working with famed Mickey Mouse artist, **John Loder**, on revamping the first Disney "How to Draw" with a new Mickey Mouse edition. A "Winnie the Pooh" book is also in the works, as is a "How to Draw a bug's life."

Contact **Ken Shue** at Disney Publishing Creative Development (tie line 8226 x3173) for more information on the Walter Foster "How to Draw" series of books.

... Andreas Deja calls the new book "accessible to kids and art students" ...



"TAKE ME OUT TO THE BALLGAME"

Tonight!
Join the Festivities!

- Watch Peter Schneider to throw out the first pitch!
- See our own Kent Holaday perform the National Anthem on his electric guitar!
- Enjoy a rousing chorus of "Take Me Out To the Ballgame" at the seventh inning stretch!

Softball Finals Celebration

tonight!
**Monday, October 19
6:00 p.m.**

- Entertainment
- Participation Awards
- Hot Dogs, Popcorn and CrackerJacks



**FINAL MATCH:
FEATURE CREATURES
VS.
DON'T PANIC**

THE SCOREBOARD

from last week:

- Don't Panic 13,
Runaway Brains 3
- Feature Creatures 13,
Slugs 5

**Join the Party @
Pacific Park
3715 Pacific Ave.
Burbank**



Mac Club

A sneak peek of Mac OS 8.5
and Scripting

6:00 p.m.
Wednesday, October 21

Training Room @
WDI - 800 Sonora, Glendale

Raffles, door prizes, refreshments!

Please contact **Laura Silva**
Walt Disney Imagineering
818.544.4713 (office)



the artl presents

"Images In Silver"

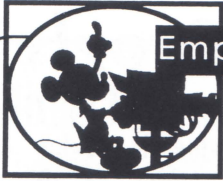
Photographs
by Bruce BUCKLEY

Northside
October 21 to
December 2

opening reception
October 22

5:00 p.m. - 7:00 p.m. @ Northside Artists' Tour Corridor





Employee Services Presents FEATURE ANIMATION **FRIGHT NIGHT**

Take a Stroll Through the Dark Landscape of Hollywood
in Orson Welles' Film Noir Masterpiece ...



A Touch Of Evil

Original Director's Version

Next Monday, October 26 • 7 p.m. • Southside Main Theater

The screening is open to Feature Animation employees and one guest only; no reserved seating.

Haunted Cubicle & Workspace Contest

On the evening of **October 29**, judges will prowls around the haunted hollows of Feature Animation to pick the winners in the following categories:

- Best Decor (Individual)
- Best Overall Decor (Group)
 - Most Disney
 - Most Original
- Scariest • Most Fun

Call Eileen "Gory" Aguirre at **8247 x2538** to enter your department or workspace in the contest.

"Mad Monster Party"

an Artist Development

Screening

**Thursday, October 29
7:00 p.m.**

Artist Development presents a special Halloween screening of the classic claymation special, "Mad Monster Party," at the **Northside Main Theater**.

Originally produced in 1967, "Mad Monster Party" features the voice talents of Boris Karloff and Phyllis Diller. Feature Animation employees and one guest or designated number of dependents may attend. Please show ID at theater entrance.

VoluntEAR for Burbank's Halloween Carnival

**Saturday, October 31
6:00 p.m. - 9:00 p.m.**

Join the VoluntEARS this Halloween at the Halloween Carnival at Olive Recreation Center, hosted by the City of Burbank Parks and Recreation.

10 VoluntEARS are needed to help set up and work the game booths, and assist in the costume parade. Contact Project Leader **John Rojano** at **8489 x3000** or at **818/846-0723** for more information or if you'd like to sign up for this fun outing.

ARTIST DEVELOPMENT CLASSES

Jeanine Breaker's Classroom Change

BEGINNING **November 2**, Jeanine Breaker's class locations will change. Her new schedule is as follows:

Mondays: Northside Multipurpose Room
Tuesdays: Southside Multipurpose Room
12:00 to 2:00 p.m.

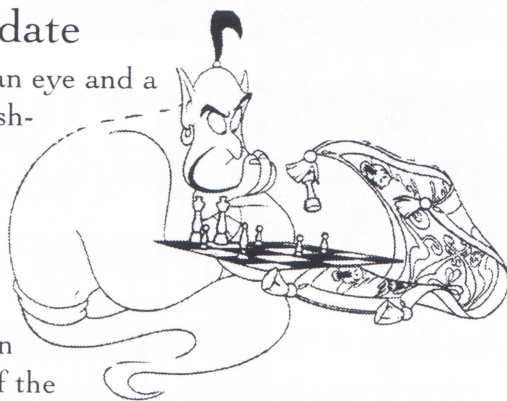
"Performance Gesture" With Bob Kato

Bob Kato's next Performance Gesture class will take place on **Monday, October 26** at the Northside Multipurpose Room from **2:00 to 2:00 p.m.** To RSVP, please call **8489 x4121**



Chess Update

An eye for an eye and a bishop for a bishop. That was the story this past week as the two sides crashed head on in the middle of the board. California has developed all its pieces and keeps a slight edge over Florida in tempo.



FEATURE ANIMATION'S ANNUAL

PING PONG

CLASSIC

LAST WEEK'S MATCHES

(Winning Names in Bold)

Rowe/Braden vs. Ichishita/So
Ruggles/Hoang vs. Brandstater/Woodington
Chen/Rempel vs. Gordon/Egiziano
 Carr/Musker vs. **Schlenker/Bielicki**
 Gannon/Bette vs. **Wilson/Hicks**

THIS WEEK'S MATCHES

Tuesday, October 20 - Northside

12:00 Mortals
 Gavin/Lofaro vs. Mazzucato/Falcone
 12:20 Heroes
 Gomez/Hoffman vs. Sharma/Driskill
 12:40 Gods
 Buckley/Peterson vs. Ruggles/Hoang

Thursday, October 22 - Southside

12:00 Mortals
 Rehall/Sandweiss vs. Recinos/jang
 12:20 Heroes
 McFerrer/Wong vs. Blum/Casey
 12:40 Heroes
 Eisenberg/Kochis vs. Lara/Barry

Party People!

Employee Services is looking
 for recruits to join our Very Fun, Very Cool
Volunteer Events Committee.

Employee Services plans Feature Animation's
 • wrap parties • gift distribution • holiday decor
 • movie nights • family screenings • "Bring Your Child to
 Work Day" • scavenger hunts • game tournaments
 ... and all the activities that make Feature Animation
 a great place to be!

Be a part of the action! Meet great people and have a lot of
 fun! If you'd like to be a member of the party crew, please
 contact Nancy "Party Down" Evans at 8247 x2539.

Hear ye Hear Ye...

Southside conference room 2417
 is
no longer
 available as a
 CLI videoconferencing room.

Southside conference room 1850
 is now ready
 to serve all your
 videoconferencing needs.

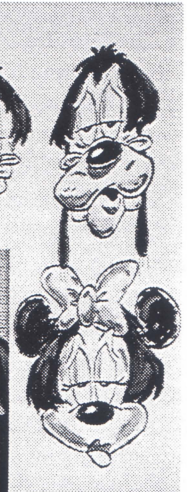
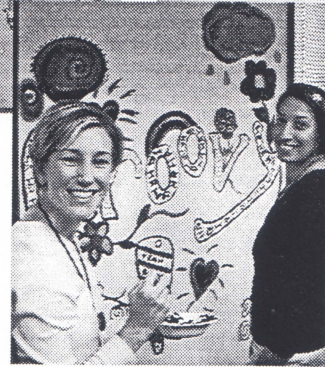
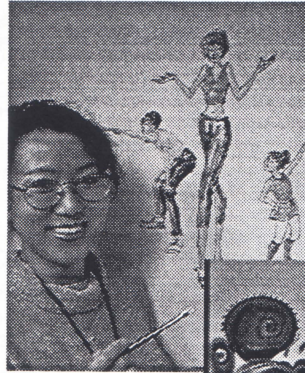
-De Olde Media Groupe



Mixing It Up at H.R.'s Paint Party

The festive bunch at H.R. held a mural-painting party last Friday to inaugurate the clean white walls in their conference room. Marge Randolph mixed batch after batch of potent margaritas for the crew as guests dropped by, leaving their mark on the now famous walls on the fifth floor of Buena Vista Plaza.

A variety of artwork slowly and colorfully seeped onto the walls, ranging from Brian Ferguson's Parisian to Chad Frye's homage to the Beatles and Disney characters to H.R.'s own flower power graffiti.



Life Drawing: Marty Prager draws an outline of Marge (above); Aileen Kehe does her best South Park rendering (left).

A New Home for The ARL

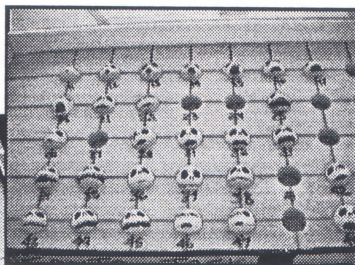
Animation Research Library

Work is underway to remodel the buildings located at 1400 and 1420 Flower Street in order to relocate the Walt Disney Animation Research Library (ARL). The site was an interim location for Feature Animation before the move in 1994 to Southside.

The ARL archives animation art dating back to the 1920's and makes it accessible not only to us here at Feature animation, but to Disney Divisions around the world. The state-of-the-art facility will enable the ARL to store Feature Animation art well into the new millennium.

This joint construction project utilizes the services of WDI/DDC, architects from DMJM, Matt Construction and Walt Disney Feature Animation. The current home of the ARL on Rodier street will be the future location of KABC television. Construction has already begun along Rodier at Frances Court as part of an overall campus redevelopment plan.

ARL SHOW & TELL



Last week's Show & Tell sponsored by those groovy ARL folk was a pre-Halloween success, as people came from miles around to view the lunchtime exhibit of sculptures, drawings and other ghoulish props from Tim Burton's The Nightmare Before Christmas.



FEATURE ANIMATION OPEN POSITIONS

This page lists the open positions available as of **10/19/98** in California, Florida and Paris. If you have any questions please call **Aileen Kehe** at **8247-2527**.

JOB CHANGES

You are eligible to pursue a **lateral job change** if the end date of your current assignment coincides with the start date of position you are interested in.

If no start date is identified, and you are interested in the position, please complete and submit an Interest Form. These will be forwarded to the proper productions and/or departments for future consideration.

You are eligible to pursue a **promotional job change** regardless of the end date of your current assignment and the start date of the open position so as not to hinder your opportunities for advancement.

It is customary to be in your current position for at least one year or be at the end of production before transferring into a new position.

TO PURSUE AN OPEN POSITION:

- Talk with your current AP/Supervisor about your interest in any of these open positions.
- Contact Aileen Kehe at x8247-2527 in the Recruitment Department for an Open Position Interest Form.
- After filling out the Open Position Interest Form, return it along with a copy of your **current resumé** to:

Recruitment Department
Attn: Aileen Kehe
Mail Code 7454

- Or, you can fax the Interest Form and your resumé to **8247-2547**.
- The Recruitment Department will verify the receipt of your form and will forward it to the appropriate productions/departments you have listed.
- You will be notified within two weeks of the status of the position.

WELCOME ABOARD: Say hello to Feature Animation's newest recruits (pictured, left to right):



TWILIGHT BARK • OCTOBER 19, 1998

CALIFORNIA STUDIO

TECHNOLOGIES - Pamela Focht

<u>Available Positions</u>	<u>Start Date</u>
2 Software Engineer, Systems Dev. (FAN)	ASAP
1 Software Engineer, Systems Dev. (FAS)	ASAP
1 Mac Support Tech	ASAP
1 Media Project Engineer, (FAN)	ASAP

DIGITAL PRODUCTION - Pamela Focht

<u>Available Positions</u>	<u>Start Date</u>
1 Model Dev. Tech Lead- All Productions	ASAP
1 Look Dev. Tech Lead- All Productions	ASAP

OVERHEAD/PRODUCTION MANAGEMENT - Gina Aarniokoski

<u>Available Positions</u>	<u>Start Date</u>
1 Production Assistant, Lunatic Fringe	ASAP
1 Semi-Sr. Secretary, Finance	ASAP
1 Sr. Secretary, Technologies	ASAP
1 Secretary, Executive Administration	ASAP

OVERHEAD/PRODUCTION MANAGEMENT - Lisa Buch

<u>Available Positions</u>	<u>Start Date</u>
1 Communications Production Supervisor	ASAP
1 Production Manager, <i>Wild Life</i>	1/99
1 Associate Producer, <i>Wild Life</i>	
1 Traditional Training Specialist	ASAP
1 Administrative Manager, <i>Wild Life</i>	ASAP

FLORIDA STUDIO

OVERHEAD/PRODUCTION MANAGEMENT - Jennie Calleja

<u>Available Positions</u>	
1 Systems Administrator	ASAP

PLEASE NOTE: Not all Florida positions include relocation benefits. Please check with Human Resources regarding any questions you may have.

Welcome Aboard!



John Trosko, Production Assistant, *Dinosaur*
Dara Mc Garry, Production Assistant, Space Management
Claudine Kahn, Secretary I, Employee Relations
Mark Duvall, Assistant CGI Animator III, *Dinosaur*
Scott Seiffert, Semi-Sr. Secretary, Communications
Michael Ramirez, Digital Image Planner, *Dinosaur*
Jennifer Rapacki, Systems Integrator, Technology



COMMISSARY MENUS - OCTOBER 19-23

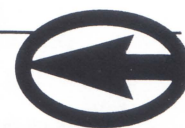
Northside	Monday	Tuesday	Wednesday	Thursday	Friday
Early Bird	Eggs Benedict				
Soup du Jour	Chicken Noodle	Cream of Potato	U.S. Bean	Garden Vegetable	Clam Chowder
Fitness Entrée	Rosemary Chicken w/Garlic	Baked Cod Dijonaise	Penne Pasta & Tomatoes w/Wine Sauce	Cajun Shrimp over Rice	Grilled Chicken w/Cumin Marinade
Chef's Feature	Cheese Enchiladas	Sicilian Chopped Steak	Fricasseed Chicken	Eggplant Parmesan	Roasted Vegetable Burrito
Theme Cuisine	Thai Fry	Sizzling Caesar Salad	Egg Skillet	Trip to India	Pizza & Pasta Bar
Panini	Cranberry & Apple Tuna Salad Wrap	Grilled Chicken Breast w/Pesto Mayo Wrap	Queen of Thai Wrap	Smoked Chicken Sandwich Wrap	Turkey & Club Wrap
Salad Gourmet	Tabbouli w/ Artichoke Hearts	Penne with Grilled Vegetables	Saffron Orzo	Barley Corn with Diced Cucumbers	Black Beans Corn & Jicama
Northside Grille	Philly Style Mushroom Steak	Bacon & Cheese Burger on Wheat	Turkey Melt	French Dip	Grilled Ham & Cheese

Southside	Monday	Tuesday	Wednesday	Thursday	Friday
Breakfast Special	Banana Pancakes	Egg O'Muffin w/Sausage	Pigs in a Blanket	Egg & Sausage on English Muffin	Cinnammon Sugar French Toast
Soup Special	Split Pea	Minestrone	Southwestern Turkey Meatball	Fiesta Bean Pot	Clam Chowder
Chef's Feature	Grilled Pork Chop w/Apples	ROSEMARY GRILL Salmon, Chicken or Steak	Fricasseed Chicken w/Garlic	NOODLE SHOP Beef, Chicken & Prawns	Chicken w/Tomato Basil Coulis
Entrée	Baked Zin w/Shrimp & Mushrooms		Rigatoni w/Roasted Tomatoes		Poached Red Snapper Vera Cruz
Cafe Grille	Mesquite Burger	Chicken Diablo on a Crusty Roll	Sloppy Joe	Chicken Cordon Bleu	Philly Turkey Cheesesteak
Deli	B.L.T. & Swiss	Ham, Bacon & Cheddar w/Mustard	Basil Chive Chicken on Focaccia	Roast Beef Horseradish & Red Onion	Italian Deli on a Roll
Panini	Roast Beef & Caramelized Onions	Asparagus, Provolone & Peppers	Bavarian Ham & Smoked Cheese	Chicken & Sundried Tomatoes	Turkey Club Wrap
Charcuterie Salads	Lentil, Broccoli & Rice	B.L.T. Pasta Salad	Orzo Salad w/Vegatables & Herbs	Golden Turkey Rice	Spinach & Red Onion W/Dressing



FEATURE ANIMATION EVENTS CALENDAR

OCTOBER 19-30



19 MONDAY 20 TUESDAY 21 WEDNESDAY 22 THURSDAY 23 FRIDAY

HALLOWEEN
FESTIVITIES BEGIN...
SEE PAGE 4
FOR DETAILS

Life Drawing Class
Jeanine Breaker
12-2:00 p.m. South
RSVP x8228-8162

Life Drawing Class
Steve Huston
5-6:30 p.m. South
RSVP x8228-8162

Feature Animation
Softball Tournament Finals!
6:00 p.m. Pacific Park

Chock Full o' Caps
11:00 a.m.- 12:00 p.m.
Southside Theater

Life Drawing Class
Lorrie Madden
12-2:00 p.m. South
RSVP x8228-8162

Life Drawing Class
Jeanine Breaker
12-2:00 p.m. North
RSVP x8489-4119

Signature Benefits
Q & A
11:30 a.m. - 1:30 p.m.
Northside Lobby

Life Drawing Class
Karl Gnass
12-2:00 p.m. North
RSVP x8489-4119

Life Drawing Class
Glenn Vilppu
5-7:00 p.m. North
RSVP x8489-4119

Gesture Drawing
Walt Stanchfield
12-2 p.m. South
RSVP 8228 x8162

Uninstructed Clothed Figure
Drawing Lab
12-2:00 p.m. South
RSVP x8228-8162

Gesture Drawing
Walt Stanchfield
12-2 p.m. North
RSVP 8228 x8162

Life Drawing Class
Glenn Vilppu
5-7:00 p.m. South
RSVP x8228-8162

Walt Stanchfield Gesture
Drawing
12-2 p.m. South
RSVP 8228 x8162

Bring In Your Personalized Tombstone This Week! Win a Prize!

26 MONDAY 27 TUESDAY 28 WEDNESDAY 29 THURSDAY 30 FRIDAY

Life Drawing Class
Jeanine Breaker
12-2:00 p.m. South
RSVP x8228-8162

Performance Gesture Class
Bob Kato
12-2:00 p.m. North
RSVP x8489-4121

Life Drawing Class
Steve Huston
5-6:30 p.m. South
RSVP x8228-8162

Movie Night
A Touch of Evil
7:00 p.m.
Southside Theater

Life Drawing Class
Lorrie Madden
12-2:00 p.m. South
RSVP x8228-8162

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**ARE YOU
READY?**
"HAUNTED CUBICLE
& WORKSPACE"
CONTEST
JUDGEMENT NIGHT

HALLOWEEN
FESTIVITIES AT THE
STUDIO LOT:

- COSTUME CONTEST
- JACK-O-LANTERN
CONTEST*

*Display your pumpkin
creations at Northside and
Southside the morning
before the Studio Contest

**Play "Guess the Weight of the
Pumpkin" Contest!**
Northside and Southside Lobbies

SAVE THE DATE · UPCOMING EVENTS

• SATURDAY, OCTOBER 31 - **HALLOWEEN!** • FRIDAY, NOVEMBER 6 - *The Gong Show*

• MONDAY, NOVEMBER 16 - **Feature Animation Town Hall Meeting**

• SATURDAY & SUNDAY, NOVEMBER 22

- **a bug's life** Family Screenings



TWILIGHT BARK is an internal weekly newsletter for the entire California Feature Animation division of The Walt Disney Company. The name comes from the movie *101 Dalmatians* and references the movie's "twilight bark" used to spread a message throughout the city. The *Twilight Bark* acts as your communication forum within the department of Feature Animation, and if you have news, ideas or suggestions you'd like to share, please address them to:

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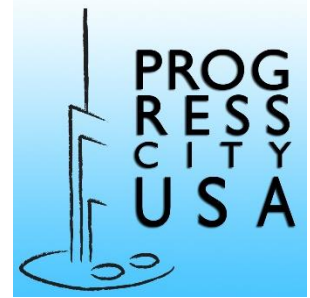
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